

FACTION NAME. This can also be a race, a character class, a type, etc.

CONTINUITY- the world where this Faction exists also, cite author!

OVERALL SIDE- could be 'good', 'NPC', etc.

SUMMARY: *Sum the Faction up so that someone new to the Continuity can grasp it fast. You might think of this just a little bit as advertising. "Sell" this Faction. Choose appropriate words to hint at its grandeur, or its mystique, or its appeal, if you can.*

PUBLIC PERCEPTION: *What does the typical person of this world think of this Faction? Is it hated, admired, feared, liked? Are they famous, are they utterly secret? Does the public know its history?*

ICONIC SYMBOLS / VISUAL TAGS: *Can someone tell a member of this Faction just by looking? What are their symbols, on flag, buildings, uniforms, etc.?*

IC MANDATES: *These are in-character rules and regulations, etc. that Faction members actively read or recite. Summarize the key points of their philosophy or instructions if the whole work will not fit in this space.*

SPECIAL EQUIPMENT: *List items that normally only members of the Faction may possess. Include pets, mounts, familiars, vehicles, etc. also.*

GOALS AND MOTIVES: *These might not be the same as the IC mandates. They might be more honest They might be more immediate or local.*

MEMBERSHIP REQUIREMENTS: *Hereditary? What training was required? Example: Only residents of the U.K. are accepted at J.K. Rowling's "Hogwarts."*

PROPRIETARY SKILLS: *These are special learned skills that only a member would normally know. An ancient language; a secret code; or esoteric lore are good examples.*

POWERS: *This includes heightened statistics, and skills developed beyond normal capacity. List the general types of abilities if there are too many to list. You may wish to list the abilities of the above-mentioned special equipment here.*

WEAKNESSES: *What vulnerabilities do the Faction members have in common? Remember to include limitations of technology, cultural perspective, and psychological quirks. You might also note if their standard appearance is distinctive in such a way that it makes them more of a target out in public.*

IDENTIFYING QUOTES / CATCHPHRASES: *Include greetings, slogans, war cries, etc. "Hari hari, krishna krishna...", "Deutschland Uber Alles!", "Live Long, and Prosper.", "The Spice must flow." are all examples.*

TYPICAL OUTLOOK: *This helps set the general tone for the members of the Faction. A few single words might suffice, such as 'paranoid', 'classy', 'brutal', etc.*

TYPICAL ACTIVITIES: *Express in general terms what Faction members do. Knights of the Round Table joust; vampires may hunt for victims.*

HISTORY: *How far back does this Faction go? Why was it begun, how did it arise? What clashes has it survived? Has its membership size changed? Have its goals and motives changed? How extreme were their actions in the past, compared to today? What locations did they dominate; where are they now? What major things have members of this Faction accomplished? A brief list of past leaders might be relevant.*

LEADERSHIP SYSTEM: *Council? Tribal? Messianic? Representative Democracy? Hereditary nobility? etc.*

CURRENT LEADER(S): *Faction leaders (and their area of influence)*

NOTABLES: *These are members of the faction who are noteworthy to other faction members. This can also be characters well-known to the fans OOC but not that well-known IC. Another term is "Feature" characters.*

SUBGROUPS: *List groups within this Faction. You may need separate sheets for the different sub-groups within the Faction.*

ALLIES: *Individuals or other Factions who might lend assistance to this Faction.*

RIVALS: *Individuals or Factions that might hinder or oppose this one because they have the same goal.*

ENEMIES: *Individuals or Factions who wish to thwart, radically change, or destroy this Faction.*

GROUP ASSETS: *This could be, a fortress, great wealth, political clout, authority. If a member were to leave the Faction, this is part of what they might lose.*

MISC. RULES: *These tend to be biological dictates or world laws, not IC rules. Examples: -In WhiteWolf's "World of Darkness", if a werewolf mates with another werewolf, their offspring is sterile & deformed. -In "Star Trek", Vulcans go into a mating frenzy called Pon Farr every 7 years. -"Dune's" Bene Gesserit are normally female. -"Elfquest" Elves are subject to the odd compulsion to mate called "Recognition".*